NES–RE–USA

JALECO™

# RACKET ATTACK™

Instruction Manual

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**Thanks for buying Racket Attack from Jaleco. It's just one of many new and exciting games we will be bringing out for your NES.**

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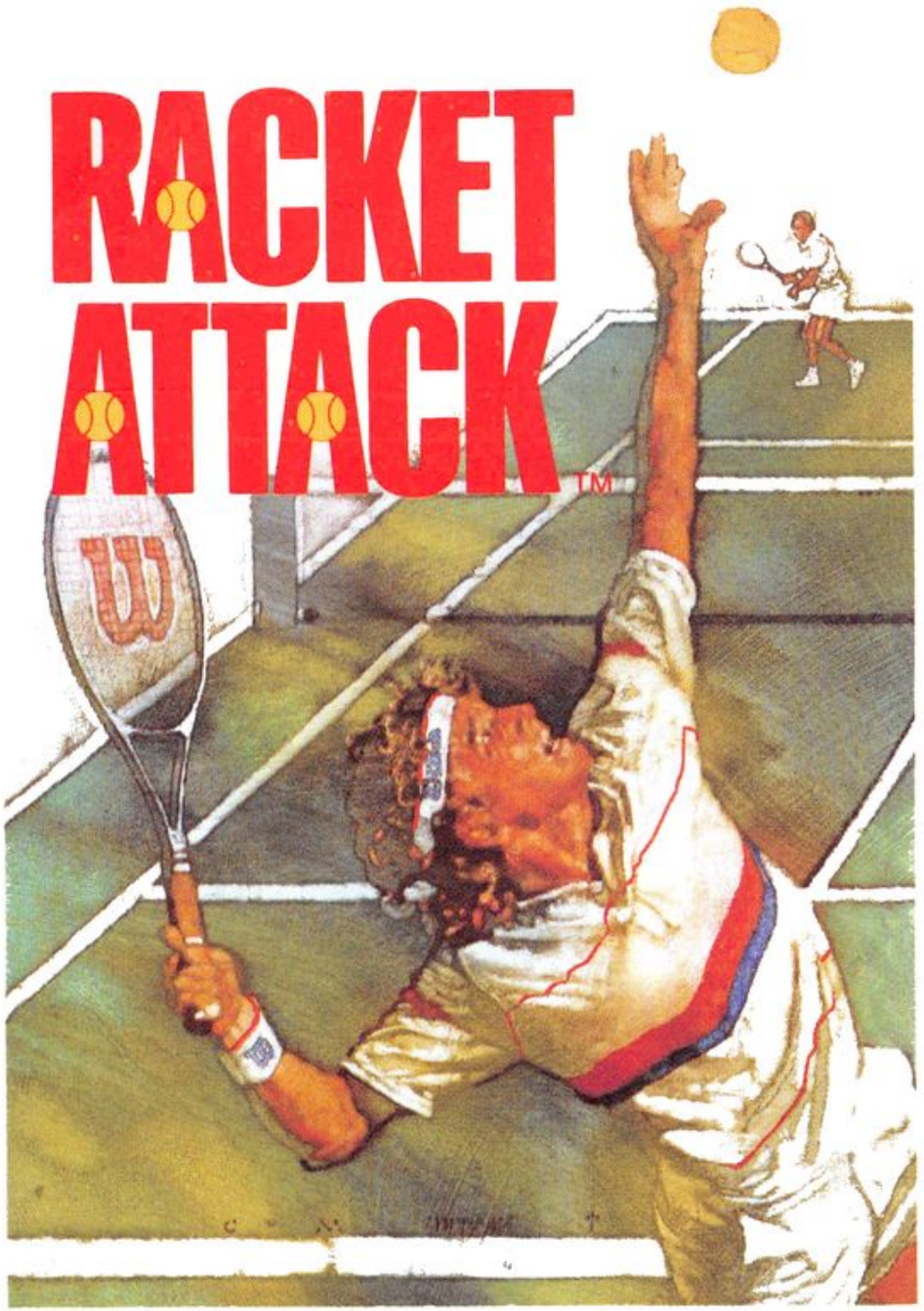



## RACKET ATTACK—The Game

It's the national tennis tournament, and you've made it to the finals. You're known as one of the toughest players on the tour with your power serve and ferocious backhand. You're a pro!

But so is your opponent. You've played him in the past, and you've both won a match. You're ready to show him and the millions watching that you can take him.

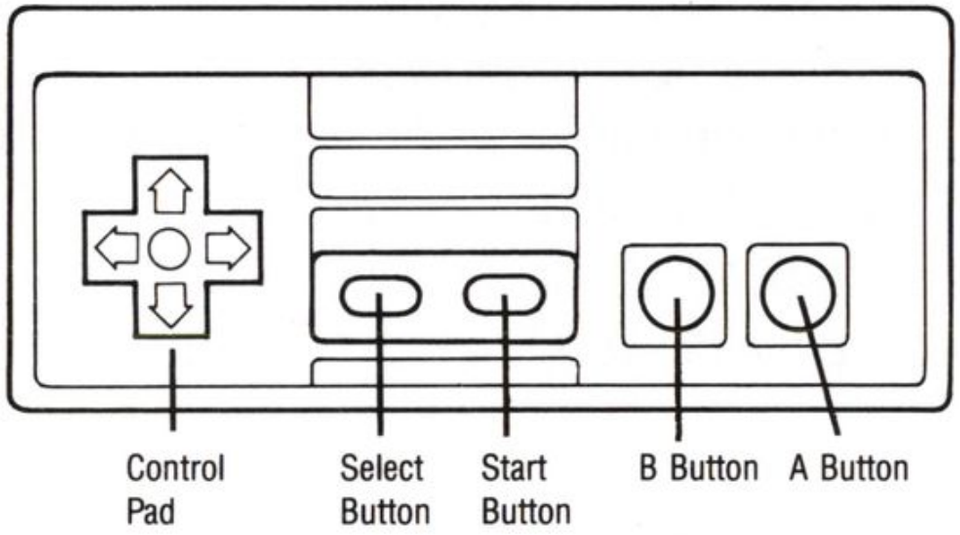
But you'll have to use every weapon at your disposal. Be aggressive at the net and protect your baseline. Careful with those high, overhead lobs. Don't lose them in the sun. Use imagination and footwork.

You'll have to work hard to beat your opponent's passing shots. Smash, volley, slice your way to the winning point.

This is the match you've been waiting for all year. Make the most of it. After all those long, hot practice sessions, you're ready to lift that trophy above your head and scream out, "I'm the toughest and the best!"

You can play Racket Attack 1 player against the NES control deck or 2 players—one against the other.

THE CONTROLLER




## USING THE CONTROLLER

How to begin play.

In the 1 player mode you can play a tournament against the control

deck. If you win, the control deck will declare you the champion, and you will receive a trophy.

In the 2 player mode you can play one player against another player. Keep track of your match wins and losses by yourself to make your own tournament.

To begin play, press the start button. For 1 player, select 1 Play by pressing the "A" button. For 2 player, press the control pad to the right to move the arrow. Again, press the "A" button to make your selection. (NOTE: At any time during the selection process, you may go backwards and change your choices. To do this, simply press the "B" button. This will move you one step back through the menus each time you press it.)

The next menu lets you choose whether you want to play a man's or woman's character. There are eight men players and eight women players. Turn to page 12 to read about each of the players. Again, use the control pad and "A" buttons to make your selection.

The next menu allows you to go directly into play or to look at a profile of each of the tennis players. By looking at the profiles of each of the players, you'll become more

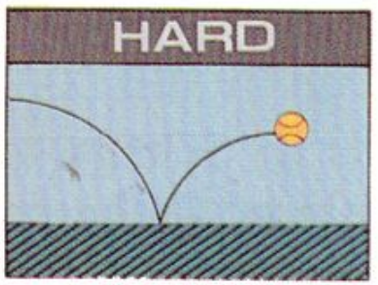
familiar with the characters and their tennis playing styles. Each of the characters has different playing strengths and weaknesses. Use the control pad and "A" button to make your choice.

If you choose to look at the profiles, press the control pad "UP" to look at each of the characters. When you are finished, press the "B" button to bring the screen back to the Play/Profile menu. Select Play at this point. Now you may choose the character with which you wish to play Racket Attack. Look to page 12 if you can't remember all of the information about each of the characters. Use the control pad to move between the names. Press the "A" button to make your selection.

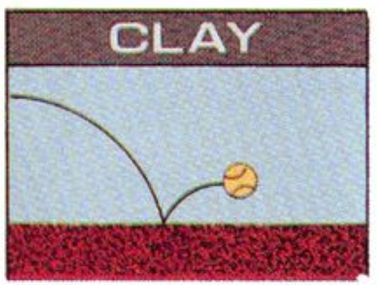
In a 1 Player game the control deck will now make its selection. In a 2 Player game, player 2 should now make his/her selection following the same procedures as player 1.

## COURT SELECTION

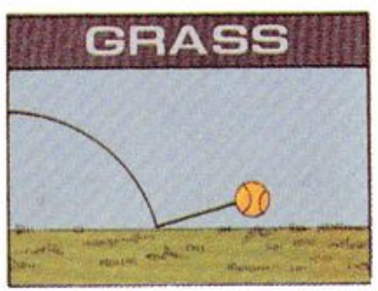
The next menu allows you to select the type surface on which you want to play Racket Attack. These are the three types.




Hard Court—The ball will bounce higher and will move faster after the bounce. It is sometimes difficult for novice players to use the hard court because of the speed of the ball.




Clay Court—The ball will bounce lower and at a slower speed. Sometimes when a player slices the ball, it will bounce low and then glide very close to the ground.




Grass Court—The ball will bounce to an average height; however, it can be speedy after the bounce. A recommendation: move your position to return the ball earlier.

Make your choice by moving the control pad and pressing the "A" button. Once you have done this, you cannot change any of your previous selections by pressing the "B" button. You will have to press the reset button on your control deck and remake all of your choices.

## PLAYING RACKET ATTACK

### Scoring

There are 5 points to a game. When the score is 0-0, this is referred to as Love-Love in tennis terms. The first point is 15, the second 30, the third 40 and the last is the win of the game. If the score is tied at 40-40, it is referred to as "deuce." To win you must score an additional two points. (For example—You're the server, the score is deuce, you serve and win the point. The score is then "advantage server." You serve again and win the point; you then win the game. Had you lost the point, the score would return to deuce.)

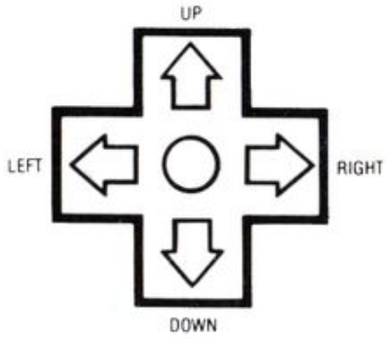
There are a minimum of 6 games in a set. The player to win 6 games first is the winner of the set as long as he/she has won 2 more games than his/her opponent. (For example—if Player 1 has won 6 games and Player 2 has won 4 games, Player 1 is the winner of the set. However, if Player 1 has won 6 games and Player 2 has won

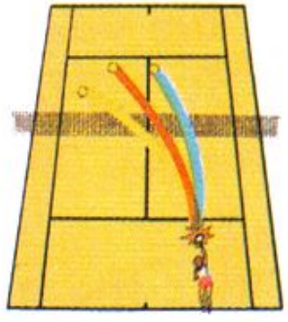
5 games, Player 1 would need to win 1 more game to win the set. If Player 2 won the game and the score was 6 games to 6, they would play a tie-breaker game.)

For male players, there are 5 sets in a match. For female players, there are 3 sets in a match. The player to win the best 3 out of 5, or 2 out of 3, is the winner of the match.

If you beat the control deck in a 1 player game, watch for the players to start shaking hands. While they are still shaking hands, press the "start" button. A password will show on the screen. Write it down. If you input this password the next time you play, the control deck will have kept track of your character. Do this every time you win a match against the control deck. If you win 7 matches, the control deck will declare you the champion and you will receive a trophy.

In a 2 player game, you and your opponent will have to keep track of the wins and losses. The control deck cannot do it for you.

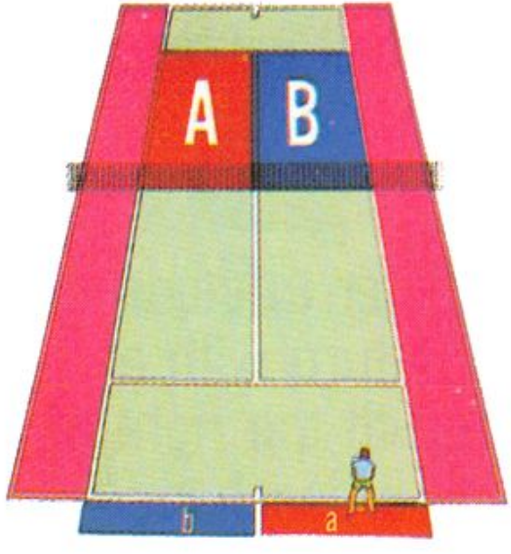


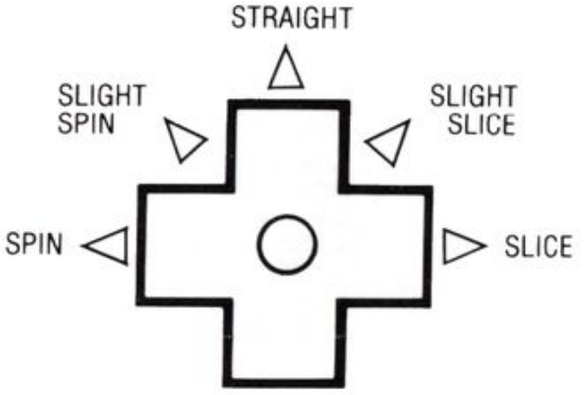
## Service

Press the "B" button to toss the ball for the service. Press the "A" button to swing. Use the control pad to determine the direction the ball will take for the service. See diagram.

Also, use the control pad to choose where you want to stand on the service line.




You must hit the ball inside the service area of your opponent's side. If you do not, you have a "fault." You are allowed 1 fault per serve. If you commit a second fault, your opponent will receive the point. If you hit the net when serving, it is considered a "let." There is no penalty for a "let."




## Types of Serves

Spin Serve—Toss the ball and hold the control pad to the left. Swing by pressing the "A" button. The ball will slice and fly to the left corner of the service area.

Straight Serve—Toss the ball and hold the control pad up. Swing by pressing the "A" button. A very fast serve will go straight towards the feet of your opponent.

Slice Serve—Toss the ball and hold the control pad to the right. The ball will slice after passing the net.

## Returning a Serve or Volley

If you move your character to stand to the left of the ball, you will return with a forehand stroke. If you stand to the right of the ball, you will return with a backhand stroke. The direction of the ball coming at you should determine whether to use a forehand

or backhand. You need do nothing other than stand to the left or right of the ball to select a forehand or backhand stroke.

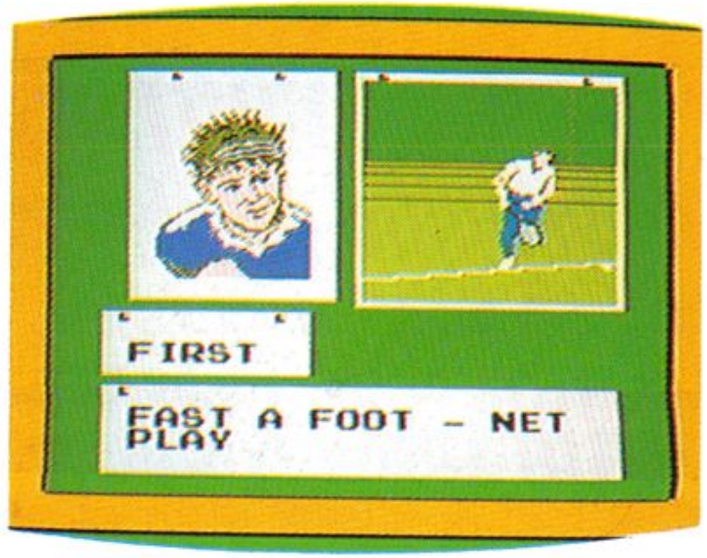
Hitting the Ball

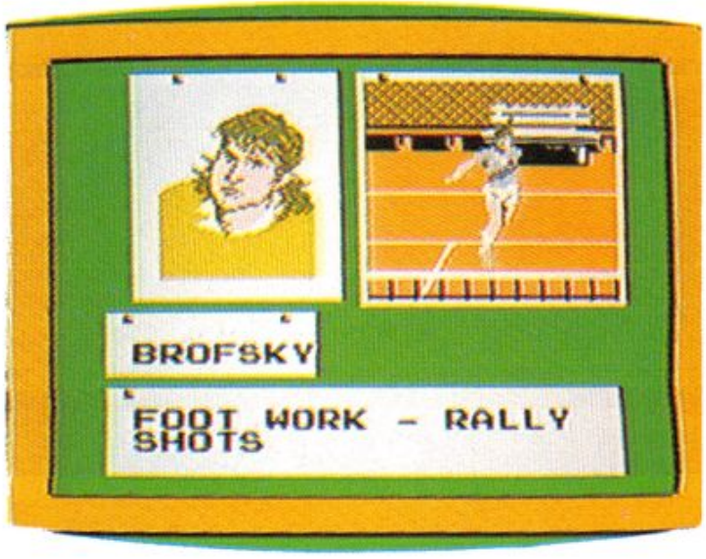
There are three positions for the tennis racket to determine where the ball will go when you hit it.

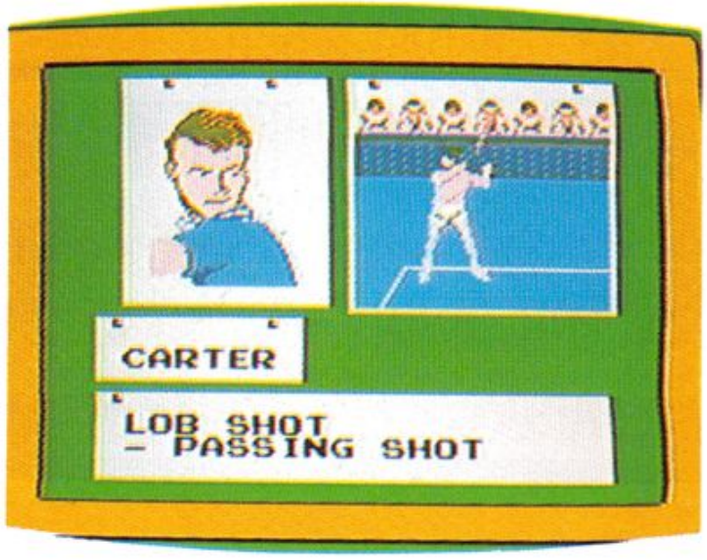
A. When a ball is struck in front of the player's body, it will go to the left.
B. If you hit the ball when it is at either side of your character, it will go straight ahead.
C. Strike the ball when it is behind or past you, and it will go to the right.

Use the "A" button and stand close to the net for smashes and slices. Use the "B" button and stand further away from the net to volley and for lob shots.

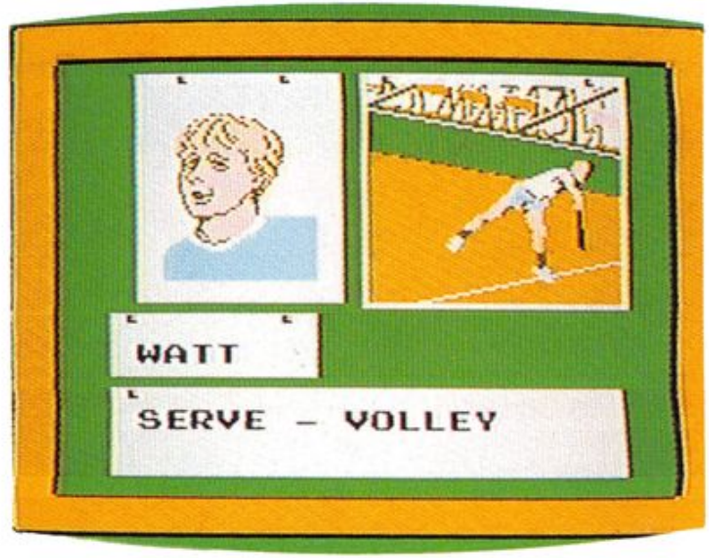
# TENNIS PLAYERS—MALE CHARACTERS

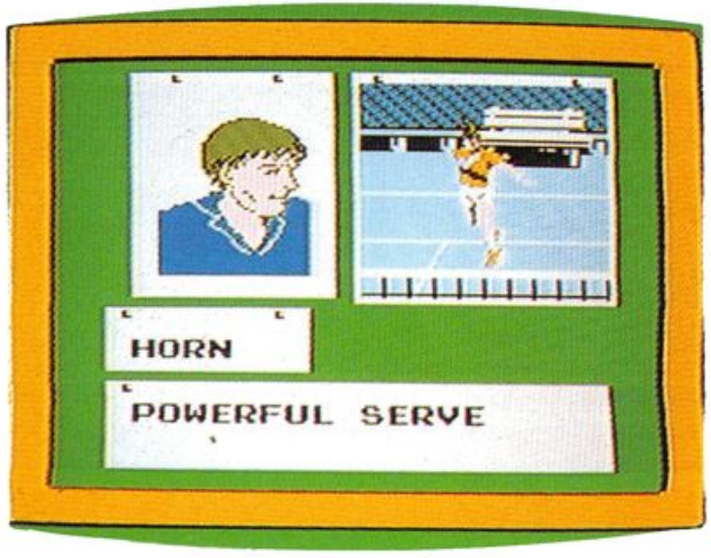


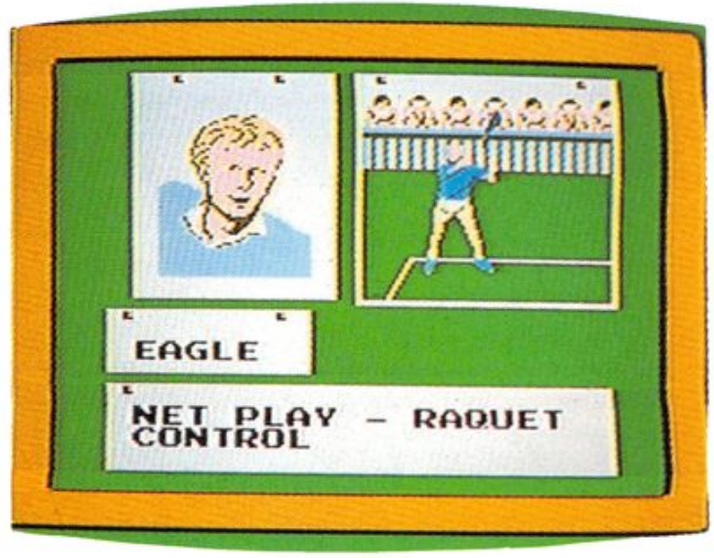



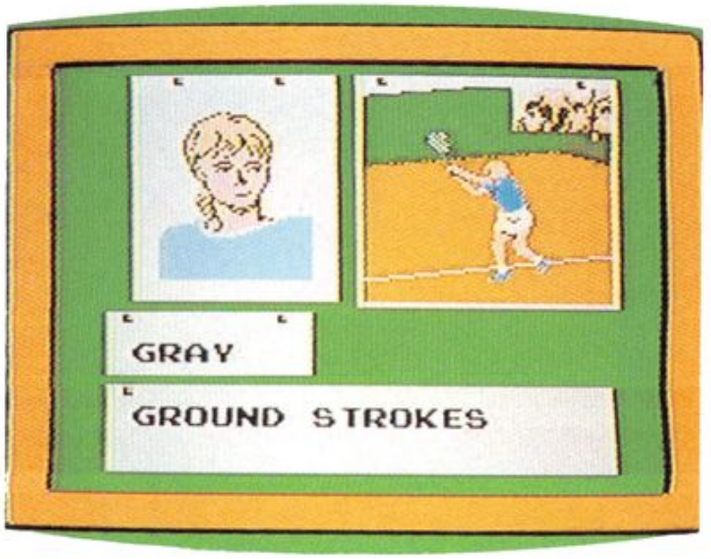
GIBBCO
FAST A FOOT
- GROUND STROKES

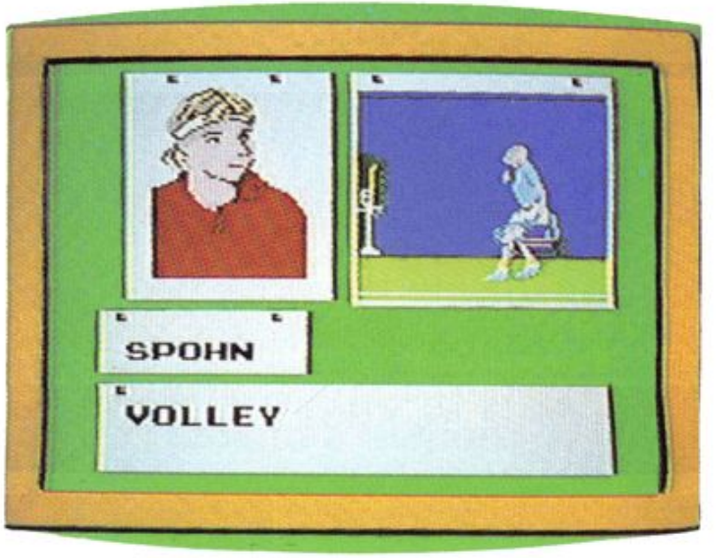

WATT
SERVE - VOLLEY


HORN
POWERFUL SERVE

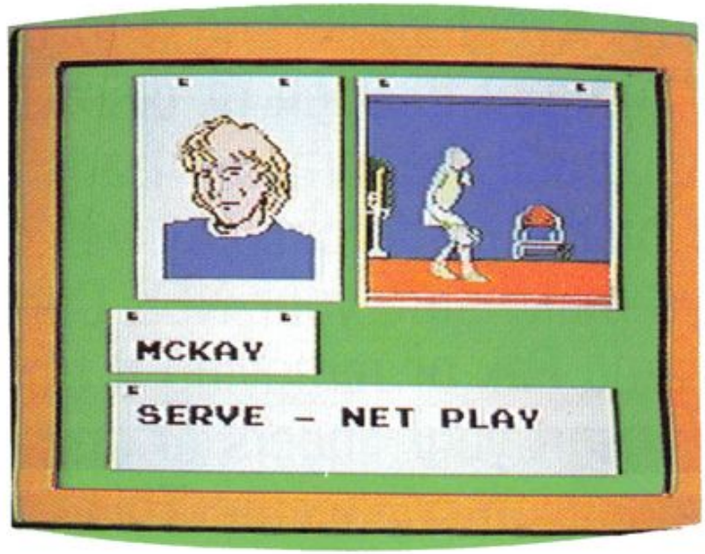

EAGLE
NET PLAY - RAQUET
CONTROL

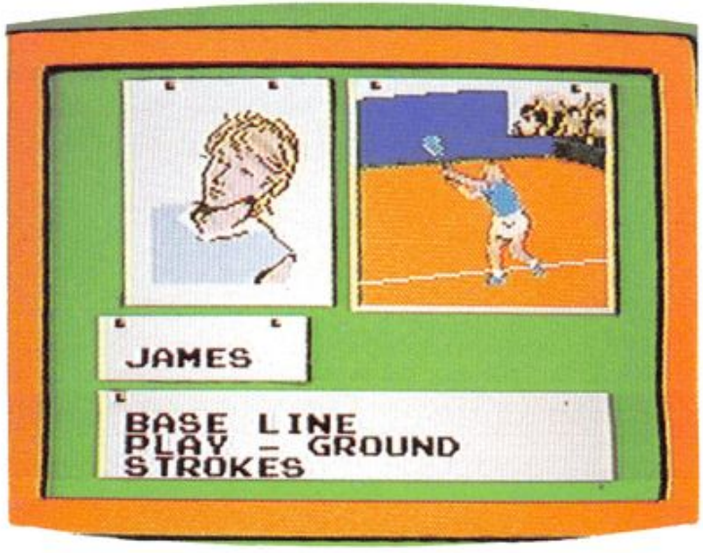
# FEMALE CHARACTERS

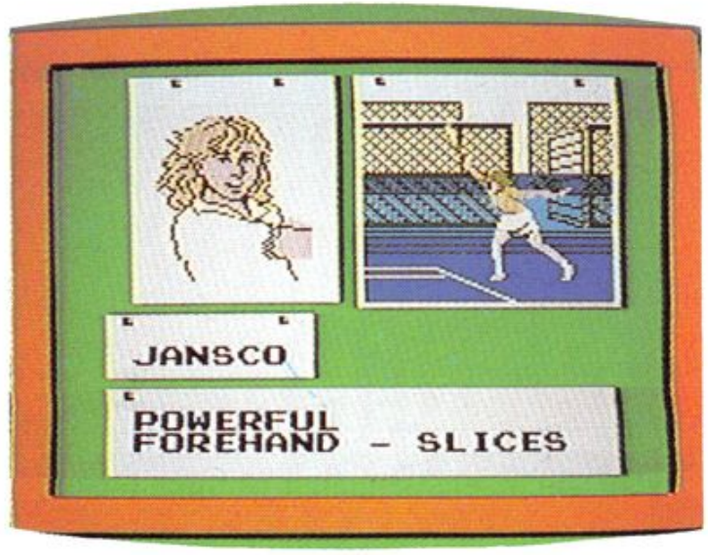


BERRY
TOP SPIN
SHOTS - NO STAMINA


MCKAY
SERVE - NET PLAY


JAMES
BASE LINE
PLAY - GROUND
STROKES


JANSCO
POWERFUL
FOREHAND - SLICES

## TAKING CARE OF YOUR JALECO GAME

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.
- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

# COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that comptuer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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